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PALM INTRANET

Inventor Information for 09/639763

Inventor Name	City	State/Country
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Terms used
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1 Constraints in constructive solid geometry
Jaroslaw R. Rossignac
January 1987 **Proceedings of the 1986 workshop on Interactive 3D graphics**

Full text available: pdf(2.04 MB) Additional Information: full citation, abstract, references, citings, index terms

The success of solid modelling in industrial design depends on facilities for specifying and editing parameterized models of solids through user-friendly interaction with a graphical front-end. Systems based on a dual representation, which combines Constructive Solid Geometry (CSG) and Boundary representation (BRep), seem most suitable for modelling mechanical parts. Typically they accept a CSG-compatible input (Boolean combinations of solid primitives) and offer facilities for parameterizi ...

Keywords: computer graphics, constraints, quadric surfaces, rigid motions, solid modelling

2 Special section: Reasoning about structure, behavior and function
B. Chandrasekaran, Rob Milne
July 1985 **ACM SIGART Bulletin**, Issue 93

Full text available: pdf(5.13 MB) Additional Information: full citation, abstract, references

The last several years' of work in the area of knowledge-based systems has resulted in a deeper understanding of the potentials of the current generation of ideas, but more importantly, also about their limitations and the need for research both in a broader framework as well as in new directions. The following ideas seem to us to be worthy of note in this connection.

3 A device-independent network graphics system
Deborah U. Cahn, Albert C. Yen
July 1983 **ACM SIGGRAPH Computer Graphics , Proceedings of the 10th annual conference on Computer graphics and interactive techniques**, Volume 17 Issue 3

Full text available: pdf(604.64 KB) Additional Information: full citation, abstract, references, citings, index terms

The design and implementation of a basic graphics system for a heterogeneous network environment is described. The design has been influenced by the SIGGRAPH Core System,

GKS, and proposals being considered by the ANSI Technical Committee on Computer Graphics Programming Languages. It permits hierarchical object definition, direct and indirect attribute specification, screen window management and complex styles of interaction. Important parts of the implementation include a device-independe ...

Keywords: Attributes, Core system, Graphical kernel system, Graphics input, Symbol system, Workstation

4 Status report of the graphic standards planning committee of ACM/SIGGRAPH: State-of-the-art of graphic software packages
Compuater Graphics staff
September 1977 **ACM SIGGRAPH Computer Graphics**, Volume 11 Issue 3
Full text available: pdf(9.03 MB) Additional Information: full citation, references

5 Qualitative geometric design
Amitabha Mukerjee
May 1991 **Proceedings of the first ACM symposium on Solid modeling foundations and CAD/CAM applications**
Full text available: pdf(1.37 MB) Additional Information: full citation, references, index terms

6 HoloSketch: a virtual reality sketching/animation tool
Michael F. Deering
September 1995 **ACM Transactions on Computer-Human Interaction (TOCHI)**, Volume 2 Issue 3
Full text available: pdf(2.83 MB) Additional Information: full citation, abstract, references, citings, index terms

This article describes HoloSketch, a virtual reality-based 3D geometry creation and manipulation tool. HoloSketch is aimed at providing nonprogrammers with an easy-to-use 3D "What-You-See-Is-What-You-Get" environment. Using head-tracked stereo shutter glasses and a desktop CRT display configuration, virtual objects can be created with a 3D wand manipulator directly in front of the user, at very high accuracy and much more rapidly than with traditional 3D drawing systems. HoloSke ...

Keywords: 3D animation, 3D graphics, CAD, graphics drawing systems, graphics painting systems, man-machine interface, virtual reality

7 Active zones in CSG for accelerating boundary evaluation, redundancy elimination, interference detection, and shading algorithms
Jaroslaw R. Rossignac, Herbert B. Voelcker
November 1988 **ACM Transactions on Graphics (TOG)**, Volume 8 Issue 1
Full text available: pdf(2.67 MB) Additional Information: full citation, abstract, references, citings, index terms, review

Solids defined by Boolean combinations of solid primitives may be represented in constructive solid geometry (CSG) as binary trees. Most CSG-based algorithms (e.g., for boundary evaluation, graphic shading, interference detection) do various forms of set-membership classification by traversing the tree associated with the solid. These algorithms usually generate intermediate results that do not contribute to the final result, and hence may be regarded as redundant and a source of inefficien ...

8 An experimental system for creating and presenting interactive graphical documents
S. Feiner, S. Nagy, A. van Dam
January 1982 **ACM Transactions on Graphics (TOG)**, Volume 1 Issue 1
Full text available: pdf(3.53 MB) · Additional Information: full citation, references, citings, index terms

Keywords: maintenance and repair, pictorial information systems

9 Cyclides in solid modelling: recent developments
M. J. Pratt
June 1993 **Proceedings on the second ACM symposium on Solid modeling and applications**
Full text available: pdf(1.02 MB) Additional Information: full citation, references, index terms

10 Special issue on persistent object systems: Orthogonally persistent object systems
Malcolm Atkinson, Ronald Morrison
July 1995 **The VLDB Journal — The International Journal on Very Large Data Bases**, Volume 4 Issue 3
Full text available: pdf(5.02 MB) Additional Information: full citation, abstract, references, citings

Persistent Application Systems (PASs) are of increasing social and economic importance. They have the potential to be long-lived, concurrently accessed, and consist of large bodies of data and programs. Typical examples of PASs are CAD/CAM systems, office automation, CASE tools, software engineering environments, and patient-care support systems in hospitals. Orthogonally persistent object systems are intended to provide improved support for the design, construction, maintenance, and operation o ...

Keywords: database programming languages, orthogonal persistence, persistent application systems, persistent programming languages

11 The Quadtree and Related Hierarchical Data Structures
Hanan Samet
June 1984 **ACM Computing Surveys (CSUR)**, Volume 16 Issue 2
Full text available: pdf(4.87 MB) Additional Information: full citation, references, citings, index terms

12 An updated cross-indexed guide to the ray-tracing literature
L. Richard Speer
January 1992 **ACM SIGGRAPH Computer Graphics**, Volume 26 Issue 1
Full text available: pdf(2.94 MB) Additional Information: full citation, index terms

13 Configuration management with logical structures
Yi-Jing Lin, Steven P. Reiss
May 1996 **Proceedings of the 18th international conference on Software engineering**
Full text available: pdf(1.30 MB) Publisher Site Additional Information: full citation, abstract, references, citings, index terms

When designing software, programmers usually think in terms of modules that are

represented as functions and classes, but using existing configuration management systems, programmers have to deal with versions and configurations that are organized by files and directories. This is inconvenient and error-prone, since there is a gap between handling source code and managing configurations. We present a framework for programming environments that handles versions and configurations directly in term ...

Keywords: classes, computer aided software engineering, configuration management, cooperative programming, directories, files, functions, logical structures, modules, programming environments, prototype environment, software design, software reusability, software reuse, source code, versions

14 The generic geometric complex (GGC): a modeling scheme for families of decomposed pointsets

Ari Rappoport

May 1997 **Proceedings of the fourth ACM symposium on Solid modeling and applications**

Full text available: pdf(1.57 MB) Additional Information: full citation, references, citings, index terms

Keywords: classifying models, generic geometric complex, invariant naming, modeling schemes, persistant naming, selective geometric complex, shape families

15 A CAD system for the design of field programmable gate arrays

Dwight D. Hill

June 1991 **Proceedings of the 28th conference on ACM/IEEE design automation**

Full text available: pdf(764.14 KB) Additional Information: full citation, references, citings, index terms

16 A monitor for complex CAD systems

Alberto Di Janni

July 1986 **Proceedings of the 23rd ACM/IEEE conference on Design automation**

Full text available: pdf(648.90 KB) Additional Information: full citation, abstract, references, citings, index terms

The complexity and number of CAD tools is increasing day by day. As a consequence the designer is faced with the problem of selecting the appropriate sequence of operations and of keeping in mind the current status of the design. This paper describes a flexible supervisor, called Monitor, based on an extended Petri Net model, that handles the interactions among a user definable set of tools. The designer, using this interface to the CAD system, has at his fingertips the updated s ...

17 New methods, new artforms (panel session): 3D applications in sculpture

Barbara Mones-Hattal, Ken Snelson, Sally Weber, Charles Csuri, Tony Longson

August 1990 **ACM SIGGRAPH 90 Panel Proceedings**

Full text available: pdf(16.76 MB) Additional Information: full citation, index terms

18 Interaction with constraints in 3D modeling

Wolfgang Sohrt, Beat D. Brüderlin

May 1991 **Proceedings of the first ACM symposium on Solid modeling foundations and CAD/CAM applications**

Full text available: pdf(1.00 MB) Additional Information: full citation, references, citings, index terms

19 Synthesis of bent sheet metal parts from design features

Roger Bush, Carlo Sèquin

June 1999 **Proceedings of the fifth ACM symposium on Solid modeling and applications**

Full text available: pdf(1.51 MB) Additional Information: full citation, references, index terms

Keywords: automated design, sheet metal part design

20 The RADIANCE lighting simulation and rendering system

Gregory J. Ward

July 1994 **Proceedings of the 21st annual conference on Computer graphics and interactive techniques**

Full text available: pdf(2.36 MB) Additional Information: full citation, abstract, references, citings, index terms

This paper describes a physically-based rendering system tailored to the demands of lighting design and architecture. The simulation uses a light-backwards ray-tracing method with extensions to efficiently solve the rendering equation under most conditions. This includes specular, diffuse and directional-diffuse reflection and transmission in any combination to any level in any environment, including complicated, curved geometries. The simulation blends deterministic and stochastic ray-trac ...

Keywords: Monte Carlo, lighting simulation, physically-based rendering, radiosity, ray-tracing

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